City of Seattle

Department of Planning & Development

D. M. Sugimura, Director

EARLY DESIGN GUIDANCE OF THE

EAST DESIGN REVIEW BOARD

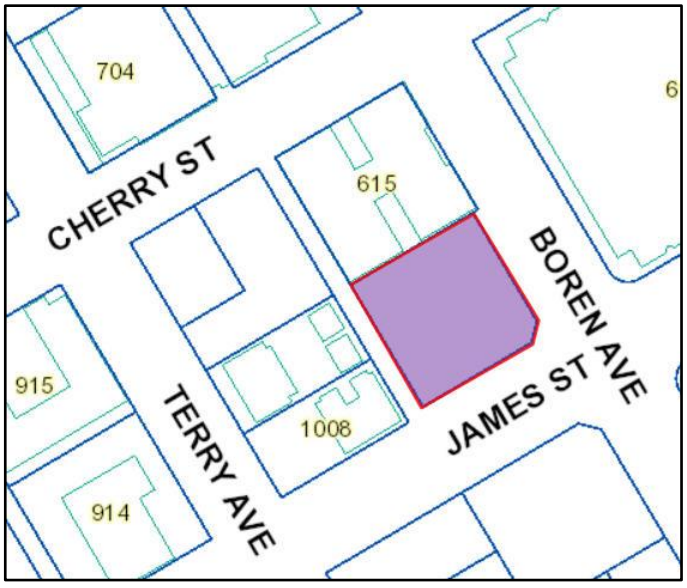
Project Number:	3019219
Address:	1050 James Street
Applicant:	Andrew Hoyer of Encore Architects
Date of Meeting:	Wednesday, June 10, 2015
Board Members Present:	Natalie Gualy, Chair Dan Foltz Curtis Bigelow
Board Members Absent:	Krystal Brun Cristina Orr-Cahall Kevin Price
DPD Staff Present:	Holly J. Godard

SITE & VICINITY

Site Zone: High Rise (HR)

Nearby Zones: (North) High Rise (HR)
(South) High Rise (HR)
(East) High Rise (HR)
(West) High Rise (HR)

Lot Area: 13,140 Square feet



Current Development:

Currently there is a parking lot on the site.

Surrounding Development and Neighborhood Character:

The development site is a one quarter city block bordered by a platted alley on the west, James Street on the south, Boren Avenue on the east and The Old Colony condominiums on the north within the southwestern portion of the First Hill neighborhood. The site is directly east of the Harborview Medical Center campus, one block southwest of the Swedish Medical Center campus, and one and a half blocks to the west of the Seattle University campus. There are also low and midrise residential developments in the area; a service station and small commercial structures dating from the early 20th century to the 1960s. A community garden is located across the alley. Boren is a major arterial. The neighborhood includes a stable residential population who value the First Hill neighborhood for its proximity to many Seattle attractions; work, recreation, and commercial establishments. The residents have been active in creating the Terry Street Concept Greenway and in establishing a neighborhood garden.

Access:

Access to the site is required to be from the platted alley.

Environmentally Critical Areas:

There are no Environmentally Critical Areas (ECA) mapped at this site.

PROJECT DESCRIPTION

The project proponents plan on building a seven story residential building with approximately 70 residential units, parking for 30 cars, and ground level commercial space.

EARLY DESIGN GUIDANCE June 10, 2015

The packet includes materials presented at the meeting, and is available online by entering the project number(3019215) at this website:
http://www.seattle.gov/dpd/Planning/Design_Review_Program/Project_Reviews/Reports/default.asp.

The packet is also available to view in the file, by contacting the Public Resource Center at DPD:

Mailing Address: Public Resource Center
700 Fifth Ave., Suite 2000
P.O. Box 34019
Seattle, WA 98124-4019

Email: PRC@seattle.gov

DESIGN DEVELOPMENT

The architect presented an area analysis of uses and traffic patterns near the site and described some of the opportunities and constraints of the site. Three building concepts were presented to the Board. The first, a "Prominent Corner" concept, shows the required building setbacks from property lines and garage access off of the alley at the north end of the site. The second concept is labeled the "Traditional Block" and eliminated setbacks along the alley and along James Street. This concept includes at-grade parking for cars and bicycles and a garage entry ramp at the north end of the building off the alley. The third concept is labeled "T-Bar" and is the preferred concept. This concept show a larger setback from the Boren Avenue and alley property lines at the northern portion of the building, no setback along James Street, no building setback at the alley and sidewalk intersection, and on-grade parking and vehicle ramp off the alley at the north end of the site. The site property lines area configured with a chamfered corner at Boren Avenue and James Street and the building responds to this condition in all three concept massings. Retail and building amenity space is contemplated along James Street.

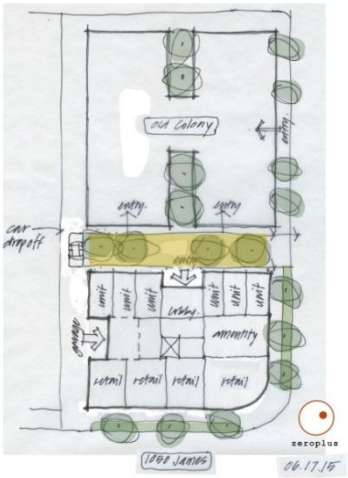
PUBLIC COMMENT

There were many comments offered at the Early Design Guidance meeting. They included the following:

- Create a design that maximizes natural light to the neighboring building to the north, The Old Colony condominium.
- Provide as much parking as possible.
- The alley is currently a multimodal right of way which is heavily used by pedestrians, bicyclists, cars, moving trucks and deliveries. Create a design that supports the active alley by providing traffic calming measures such as alley paving, a load and unload spot, landscaping, and pedestrian walk.
- Include ground level retail on James Street.
- There is a community garden at Cherry and Terry that demonstrates the neighborhood care and activity.
- A quiet patio for residents will need to be located off of noisy Boren Avenue.
- The alley should be an extension of the proposed Terry Pedestrian Priority Street due to the heavy pedestrian use.
- The area residents are a tight-knit group and are interested in working with the developer to craft a creative and useable design for the new building residents and residents of The Old Colony.
- Provide as much space as possible at the north end of the subject lot to retain as much light and air as possible for the Old Colony residents.

- Create a courtyard or similar landscaped area between the buildings. (Commenters provided images to illustrate their ideas.)

- Design the alley as a *woonerf* for multiple uses; cars, pedestrians, bicycles, container gardening and others.
- Retain the building setback from the alley to allow for pedestrians.
- Taper or cutback the north building edges to maximize light and air for The Old Colony residents.
- The Old Colony residents enter and exit from the alley. New building residents will probably find their use pattern to be similar since Boren and James are busy, noisy streets for a building entry. Consider using the building setback at the alley or courtyard between the buildings for entry and exiting.
- Provide a courtyard and entry between the two buildings similar to the site plan design shown in the image to the right. (Image provided by a commenter.)



PRIORITIES & BOARD RECOMMENDATIONS

After visiting the site, considering the analysis of the site and context provided by the proponents, and hearing public comment, the Design Review Board members provided the following siting and design guidance.

EARLY DESIGN GUIDANCE June 10, 2015

1. Integrate the building into current neighborhood patterns.

The Board gave guidance to encourage integrating the new proposal into the urban use patterns and form.

a) Design the building to allow light and air into the neighboring Old Colony building.
b) allow the maximum sunlight to reach the south façade of the Old Colony.
c) Reduce shading on the Old Colony building from architectural elements or stair and elevator overruns.
d) The building site sits at a natural gateway to First Hill. Propose a building with architectural presence without reverting to pastiche and which, in a modern idiom, reinforces the substantial sense of place exhibited by the Old Colony.
e) Create commodious and usable connections to the Old Colony.
f) Increase the building setback along the north property line, design a useable courtyard for both projects employing interesting site elements such as unique paving, site furniture, dimmable catenary lighting, feature lighting, and an interesting and full planting plan.
g) Coordinate and design the courtyard feature with input from residents of the Old Colony. Create a "front door" connection to the much used alley by retaining the lobby entry on the corner of the alley and James Street.
h) Consider expanding the building-to-alley relationship with at grade apartment courtyards and entries, walking space, opportunities for landscaping while encouraging bicycle and pedestrians to feel welcome.
i) Explore a woonerf condition at the alley.
j) Surface parking via the alley should be eliminated.
k) Generate an intentional building design which moves the bulk of the building to James Street and carves away the mass fully along the north property line. Massing choices should show deference to the Old Colony and recognition of the continued uses at that site.
l) The Board notes that there should be a fit of old and new together at this neighborhood transition site by providing a counter point and mindful solution to increased setbacks at the north property line to give way to the Old Colony.
m) Consider the nearby garden and alley gardening, and the alley as pedestrian walkway as design cues to inform the building design. (CS B, CS2 A, C, CS2 B, CS2 D, CS3 A)

2. Enhance connections.

The Board directed the applicants to design building and site connections including the following:

a) Enhance the alley open space for pedestrians and bicycle use.
b) Create eddies and pathways to gardens, entries, desire lines in woonerf style.
c) Provide alley and courtyard connection for a visible and functionality to provide a sense of security for residents.
d) Create space for informal community uses along the alley and space between the Old Colony and this project, i.e. a courtyard and avoid Boren and James for outdoor uses and activities due to the high volumes of vehicular traffic.
e) Reinforce the alley as open space and connect it to a north edge/Old Colony open space.
f) Provide "eyes" on the alley.
g) Consider the ensemble of elements-for-entries solutions included in the priority guidance, common residential entries, and individual unit entries.
h) Communicate the hierarchy of entries and provide way-finding design cues for the public, visitors, and private courtyard use or pass-through. (PL1 A, B, C, PL2 C, PL3A)

3. Design to the existing context.

The Board directed the applicant to be mindful of vehicle access on the alley as new development will need to integrate safe entry and exit with alley pedestrian and bicycle traffic, landscaping, and traffic calming. The Board thought the preliminary T-bar massing was good design direction to explore.

a) The visual impacts of the parking entry to the underground carpark should be minimized.
b) Surface parking should not be contemplated at this location.
c) Commercial space along James Street is appropriate and a residential lobby at the alley and James Street intersection is a good idea.
d) Avoid blank walls; choose architectural features, scale and texture to complement the Old Colony.
e) Specify high quality, durable building materials for this important site.
f) Create a sense of place vis-a-vis the alley landscaping and interconnectivity to the building and north edge courtyard space.
g) Include a landscaping concept at the Old Colony south property line; marry the two sites along the property line for a building to building courtyard experience.
h) Design full and striving landscape with native plants, "right plant right place" precepts and a sense of urban community in a garden.
i) Find ways to bring landscaping elements to James Street.(DC1 A,B,C; DC2 A,B,C,D;DC3 A,B,C; DC4 A, D)

DESIGN REVIEW GUIDELINES

The priority Citywide and Neighborhood guidelines identified by the Board as Priority Guidelines are summarized below, while all guidelines remain applicable. For the full text please visit the Design Review website.

CONTEXT & SITE

CS1 Natural Systems and Site Features: Use natural systems/features of the site and its surroundings as a starting point for project design.

CS1-B Sunlight and Natural Ventilation

CS1-B-1. Sun and Wind: Take advantage of solar exposure and natural ventilation. Use local wind patterns and solar gain to reduce the need for mechanical ventilation and heating where possible.

CS1-B-2. Daylight and Shading: Maximize daylight for interior and exterior spaces and minimize shading on adjacent sites through the placement and/or design of structures on site.

CS2 Urban Pattern and Form: Strengthen the most desirable forms, characteristics, and patterns of the streets, block faces, and open spaces in the surrounding area.

CS2-A Location in the City and Neighborhood

CS2-A-1. Sense of Place: Emphasize attributes that give a distinctive sense of place. Design the building and open spaces to enhance areas where a strong identity already exists, and create a sense of place where the physical context is less established.

CS2-A-2. Architectural Presence: Evaluate the degree of visibility or architectural presence that is appropriate or desired given the context, and design accordingly.

CS2-B Adjacent Sites, Streets, and Open Spaces

CS2-B-1. Site Characteristics: Allow characteristics of sites to inform the design, especially where the street grid and topography create unusually shaped lots that can add distinction to the building massing.

CS2-B-3. Character of Open Space: Contribute to the character and proportion of surrounding open spaces.

CS2-C Relationship to the Block

CS2-C-1. Corner Sites: Corner sites can serve as gateways or focal points; both require careful detailing at the first three floors due to their high visibility from two or more streets and long distances.

CS2-D Height, Bulk, and Scale

CS2-D-1. Existing Development and Zoning: Review the height, bulk, and scale of neighboring buildings as well as the scale of development anticipated by zoning for the area to determine an appropriate complement and/or transition.

CS2-D-2. Existing Site Features: Use changes in topography, site shape, and vegetation or structures to help make a successful fit with adjacent properties.

CS2-D-5. Respect for Adjacent Sites: Respect adjacent properties with design and site planning to minimize disrupting the privacy of residents in adjacent buildings.

CS3 Architectural Context and Character: Contribute to the architectural character of the neighborhood.

CS3-A Emphasizing Positive Neighborhood Attributes

CS3-A-1. Fitting Old and New Together: Create compatibility between new projects, and existing architectural context, including historic and modern designs, through building articulation, scale and proportion, roof forms, detailing, fenestration, and/or the use of complementary materials.
CS3-A-2. Contemporary Design: Explore how contemporary designs can contribute to the development of attractive new forms and architectural styles; as expressed through use of new materials or other means.
CS3-A-3. Established Neighborhoods: In existing neighborhoods with a well-defined architectural character, site and design new structures to complement or be compatible with the architectural style and siting patterns of neighborhood buildings.
CS3-A-4. Evolving Neighborhoods: In neighborhoods where architectural character is evolving or otherwise in transition, explore ways for new development to establish a positive and desirable context for others to build upon in the future.

PUBLIC LIFE

PL1 Connectivity: Complement and contribute to the network of open spaces around the site and the connections among them.

PL1-A Network of Open Spaces
PL1-A-1. Enhancing Open Space: Design the building and open spaces to positively contribute to a broader network of open spaces throughout the neighborhood.
PL1-A-2. Adding to Public Life: Seek opportunities to foster human interaction through an increase in the size and quality of project-related open space available for public life.
PL1-B Walkways and Connections
PL1-B-1. Pedestrian Infrastructure: Connect on-site pedestrian walkways with existing public and private pedestrian infrastructure, thereby supporting pedestrian connections within and outside the project.
PL1-B-2. Pedestrian Volumes: Provide ample space for pedestrian flow and circulation, particularly in areas where there is already heavy pedestrian traffic or where the project is expected to add or attract pedestrians to the area.
PL1-B-3. Pedestrian Amenities: Opportunities for creating lively, pedestrian oriented open spaces to enliven the area and attract interest and interaction with the site and building should be considered.
PL1-C Outdoor Uses and Activities
PL1-C-1. Selecting Activity Areas: Concentrate activity areas in places with sunny exposure, views across spaces, and in direct line with pedestrian routes.
PL1-C-2. Informal Community Uses: In addition to places for walking and sitting, consider including space for informal community use such as performances, farmer's markets, kiosks and community bulletin boards, cafes, or street vending.
PL1-C-3. Year-Round Activity: Where possible, include features in open spaces for activities beyond daylight hours and throughout the seasons of the year, especially in neighborhood centers where active open space will contribute vibrancy, economic health, and public safety.

PL2 Walkability: Create a safe and comfortable walking environment that is easy to navigate and well-connected to existing pedestrian walkways and features.

PL2-C Weather Protection

PL2-C-1. Locations and Coverage: Overhead weather protection is encouraged and should be located at or near uses that generate pedestrian activity such as entries, retail uses, and transit stops.

PL2-C-2. Design Integration: Integrate weather protection, gutters and downspouts into the design of the structure as a whole, and ensure that it also relates well to neighboring buildings in design, coverage, or other features.

PL3 Street-Level Interaction: Encourage human interaction and activity at the street-level with clear connections to building entries and edges.

PL3-A Entries

PL3-A-1. Design Objectives: Design primary entries to be obvious, identifiable, and distinctive with clear lines of sight and lobbies visually connected to the street.

PL3-A-2. Common Entries: Multi-story residential buildings need to provide privacy and security for residents but also be welcoming and identifiable to visitors.

PL3-A-3. Individual Entries: Ground-related housing should be scaled and detailed appropriately to provide for a more intimate type of entry.

PL3-B-4. Interaction: Provide opportunities for interaction among residents and neighbors.

DESIGN CONCEPT

DC1 Project Uses and Activities: Optimize the arrangement of uses and activities on site.

DC1-A Arrangement of Interior Uses

DC1-A-2. Gathering Places: Maximize the use of any interior or exterior gathering spaces.

DC1-B Vehicular Access and Circulation

DC1-B-1. Access Location and Design: Choose locations for vehicular access, service uses, and delivery areas that minimize conflict between vehicles and non-motorists wherever possible. Emphasize use of the sidewalk for pedestrians, and create safe and attractive conditions for pedestrians, bicyclists, and drivers.

DC1-B-2. Facilities for Alternative Transportation: Locate facilities for alternative transportation in prominent locations that are convenient and readily accessible to expected users.

DC1-C Parking and Service Uses

DC1-C-1. Below-Grade Parking: Locate parking below grade wherever possible. Where a surface parking lot is the only alternative, locate the parking in rear or side yards, or on lower or less visible portions of the site.

DC1-C-2. Visual Impacts: Reduce the visual impacts of parking lots, parking structures, entrances, and related signs and equipment as much as possible.

DC1-C-3. Multiple Uses: Design parking areas to serve multiple uses such as children's play space, outdoor gathering areas, sports courts, woonerf, or common space in multifamily projects.

DC1-C-4. Service Uses: Locate and design service entries, loading docks, and trash receptacles away from pedestrian areas or to a less visible portion of the site to reduce possible impacts of these facilities on building aesthetics and pedestrian circulation.

DC2 Architectural Concept: Develop an architectural concept that will result in a unified and functional design that fits well on the site and within its surroundings.

DC2-A Massing

DC2-A-1. Site Characteristics and Uses: Arrange the mass of the building taking into consideration the characteristics of the site and the proposed uses of the building and its open space.

DC2-A-2. Reducing Perceived Mass: Use secondary architectural elements to reduce the perceived mass of larger projects.

DC2-B Architectural and Facade Composition

DC2-B-1. Façade Composition: Design all building facades—including alleys and visible roofs—considering the composition and architectural expression of the building as a whole. Ensure that all facades are attractive and well-proportioned.

DC2-B-2. Blank Walls: Avoid large blank walls along visible façades wherever possible. Where expanses of blank walls, retaining walls, or garage facades are unavoidable, include uses or design treatments at the street level that have human scale and are designed for pedestrians.

DC2-C Secondary Architectural Features

DC2-C-1. Visual Depth and Interest: Add depth to facades where appropriate by incorporating balconies, canopies, awnings, decks, or other secondary elements into the façade design. Add detailing at the street level in order to create interest for the pedestrian and encourage active street life and window shopping (in retail areas).

DC2-C-2. Dual Purpose Elements: Consider architectural features that can be dual purpose— adding depth, texture, and scale as well as serving other project functions.

DC2-C-3. Fit With Neighboring Buildings: Use design elements to achieve a successful fit between a building and its neighbors.

DC2-D Scale and Texture

DC2-D-1. Human Scale: Incorporate architectural features, elements, and details that are of human scale into the building facades, entries, retaining walls, courtyards, and exterior spaces in a manner that is consistent with the overall architectural concept

DC2-D-2. Texture: Design the character of the building, as expressed in the form, scale, and materials, to strive for a fine-grained scale, or “texture,” particularly at the street level and other areas where pedestrians predominate.

DC3 Open Space Concept: Integrate open space design with the building design so that they complement each other.

DC3-A Building-Open Space Relationship

DC3-A-1. Interior/Exterior Fit: Develop an open space concept in conjunction with the architectural concept to ensure that interior and exterior spaces relate well to each other and support the functions of the development.

DC3-B Open Space Uses and Activities

DC3-B-1. Meeting User Needs: Plan the size, uses, activities, and features of each open space to meet the needs of expected users, ensuring each space has a purpose and function.

DC3-B-2. Matching Uses to Conditions: Respond to changing environmental conditions such as seasonal and daily light and weather shifts through open space design and/or programming of open space activities.

DC3-B-3. Connections to Other Open Space: Site and design project-related open spaces to connect with, or enhance, the uses and activities of other nearby public open space where appropriate.

DC3-B-4. Multifamily Open Space: Design common and private open spaces in multifamily projects for use by all residents to encourage physical activity and social interaction.

DC3-C Design

DC3-C-1. Reinforce Existing Open Space: Where a strong open space concept exists in the neighborhood, reinforce existing character and patterns of street tree planting, buffers or treatment of topographic changes. Where no strong patterns exist, initiate a strong open space concept that other projects can build upon in the future.

DC3-C-2. Amenities/Features: Create attractive outdoor spaces suited to the uses envisioned for the project.

DC3-C-3. Support Natural Areas: Create an open space design that retains and enhances onsite natural areas and connects to natural areas that may exist off-site and may provide habitat for wildlife.

DC4 Exterior Elements and Finishes: Use appropriate and high quality elements and finishes for the building and its open spaces.

DC4-A Exterior Elements and Finishes

DC4-A-1. Exterior Finish Materials: Building exteriors should be constructed of durable and maintainable materials that are attractive even when viewed up close. Materials that have texture, pattern, or lend themselves to a high quality of detailing are encouraged.

DC4-A-2. Climate Appropriateness: Select durable and attractive materials that will age well in Seattle's climate, taking special care to detail corners, edges, and transitions.

DC4-D Trees, Landscape, and Hardscape Materials

DC4-D-1. Choice of Plant Materials: Reinforce the overall architectural and open space design concepts through the selection of landscape materials.

DC4-D-2. Hardscape Materials: Use exterior courtyards, plazas, and other hard surfaced areas as an opportunity to add color, texture, and/or pattern and enliven public areas through the use of distinctive and durable paving materials. Use permeable materials wherever possible.

DC4-D-3. Long Range Planning: Select plants that upon maturity will be of appropriate size, scale, and shape to contribute to the site as intended.

DC4-D-4. Place Making: Create a landscape design that helps define spaces with significant elements such as trees.

DEVELOPMENT STANDARD DEPARTURES

The Board's recommendation on the requested departure(s) will be based on the departure's potential to help the project better meet these design guidelines priorities and achieve a better overall project design than could be achieved without the departure(s). The Board's recommendation will be reserved until the final Board meeting.

At the time of the Early Design Guidance the following departures were requested:

1. **Building Setback. (SMC 23.45.518):** The Code requires seven foot average and five foot minimum front setback. The applicant proposes no building setback for a portion of the façade on Boren Avenue.

The Board indicated they will consider the request with more information on how the departure will help the project better meet development standards.

2. **Building Setback. (SMC 23.45.518):** The Code requires seven foot average and five foot minimum side setback. The applicant proposes no building setback on James Street.

The Board indicated they will consider the request with more information on how the departure will help the project better meet development standards.

3. **Building Setback. (SMC 23.45.518):** The Code requires ten foot building setback from the alley. The applicant proposes no building setback.

The Board indicated they will consider the request with more information on how the departure will help the project better meet development standards.

BOARD DIRECTION
At the conclusion of the EARLY DESIGN GUIDANCE meeting, the Board recommended moving forward to MUP application.